

EGGNOG

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EGGNOG #21 is published, mostly written, typed, and distributed by Konrad H. Paumeister, of 11416 Parkview Lane, Waukesha Corners, Wisconsin, 53130 U.S.A. My phone number, to be used between 7 and 10 p.m., is (414) 425-4631. This zine is a tri-weekly thing, although issues between issues (such as this one) are not uncommon at all. There are no game openings at the present time, but I am tossing around the idea of having a Demonstration game of some sort, with expert analysis, and an inquiring in the direction of such experts. Subscriptions to this zine, which are always available, are 10 issues for \$3.50. EGGNOG #21 is a product of EGGNOG Enterprises, in this case, #22. Samples go for a 15¢ stamp, although I'll break down and give one to you for free if you're cheap.

EGGNOG ENTERPRISES PUBLISHES FIVE (COUNT 'EM FIVE) DIPLOMACY JOURNALS AND IT WEARS ABOUT

THE OVERSTUFFED RECLINER: VIII

(THE EDITOR'S COLUMN)

1. Today (I have to start numbering these zines by days, not months) we have a heading from Paul McCartney & Wings -- after going through some old singles, I noticed this not-too-often-played one, which hit me right in the face. While I spotted another good one from Cream, I thought that this Wings tune deserved attention. And so it got some... (Did anybody notice that of the four ex-Beatles only two are still cranking out songs? Ringo has left for the screen, and Lennon doesn't do much of anything any more, does he?) I didn't even have to change any of the wording, this time!

2. Bob Sergeant has openings in a world-wide variant that he has designed, called, simply, Global Variant, or somesuch. This will be played for subscription costs only (10 for \$2.50) to his zine, Saint George & The Dragon, using monthly deadlines. I can't recommend these games highly enough; Bob is one of the best gamesmasters I've ever played under. Inquire for maps, but please do so only if you seriously intend to play. (You'll even get to play me in this one, the last one I'll enter for a few years.)

3. I've heard several rumors saying that Jerry Jones will not over Diplomacy World, because Almer ~~Ad~~ Hinton is the "rightful" owner. That's full, folks. Jerry will take over DW, retaining the pre-subscription costs, but these may go up very soon. Jerry will be with his wife Pat do more of the work on his zine Lies Deceit & Ref-Schemes, and will be farming out some of the orphan games that

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The Overstuffed Recliner Cont:

he has courageously taken on, several of them to me. If anybody has any orphans that Jerry has not taken on, you can write me and I can help out. These games will be run to a quick conclusion in SWLABR, published by yours truly.

4. Oh yes: This is another of those fun all-articles issues, just check full of stuff that you all love to see. All article issues have been done in the history of the hobby, all moves issues have been done, even all-press issues have been done; what about all linear separator issues? No, not me. Sorry. The deadline for the games printed in the last issue still stands, of course. It is: January 25th, 1979. Let's hope that everybody can get their orders in. If not, see below.

5. Attention, all standbys! In view of the above deadline, some of you brave souls may be needed. However, there is another, more pressing necessity: I'll probably need as many of you guys as I can get for standby duty in SWLABR, the zine I spoke of above, in connection with orphans. Subscriptions to SWLABR are only 10 issues for \$2, and less (10 issues for only \$1.70!!) if you standby in the zine. Note that 17¢ per issue is virtually postage only. However, you won't be buying what you get in EGGNOG, I'll warn you of that right now. SWLABR is strictly game reports and a very little bit of chat, nothing else; and the size will be kept down to as little as possible, not the ten pages you get in here. If the size does go up to 10 pages/issue, then the price will go up, too!

6. This issue's print run will be about 90, since the last issue was used as a sample to about 35 people. Assuming that about a third of those people will subscribe (I'm a pessimist; on the other hand, one third might be good!), we'll get 12 people added on to the sub list of what has already grown to almost 70. Plus I'll need a copy or two for myself and a few for inquiries from people I didn't hit... Just for interests sake, last issue's print run was over 100, throwing over a ream of paper to the winds. (And paper is exorbitantly expensive here, too...)

7. The Standby list (as of January 2nd, the day of this typing) is comprised of Bob Sergeant, Vincent Lieu, Oren Phipps, Gerard Van Alkenade, Conrad Struckman, Russ Tulp, Ray Cifani, Phil Cooper, David Joy, Phil Harding, Bob Acheson, John Lipscomb, Mitch Bales, Larry Loudon, and Tony Watson. This is how things look before issue #20, last issue (makes sense, right?), when any possible moves missed will rotate some of these people from front to back. How about some of you folks standing by in SWLABR, cf #5, above?

8. Advance warning: I will probably (95% chance) be in Europe for most of this coming summer, so, as you may well have already guessed, there will be no EGGNOG for about 2 months, give or take a week. This doesn't hurt the subscribers, as their subs will simply continue after I get back, or the players, since my youngest brother Uli (remember him?) will be printing up the game results for the EGGNOG games on a monthly schedule in a warehousezine called STRANGE BREW which doesn't cost you folks a plugged nickle, but the traders may think that I am gypping them. Not so. Think of all of the extra issues that you have gotten from me in the past 1/2 year, or count how many more issues I've distributed than you have in the same period of time. If that doesn't work, try to think about the fact that I don't need to have any trades at all, because in my capacity as Archivist I read all of the hobby's zines, anyways. There. As for my games in progress: Uli will most likely handle those, too, but with my running what he does by proxy, so to speak. That is, I'll tell

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DUAL SPACE DIPLOMACY
by Fred C. Davis Jr.
designed in: 1978

(Map generously provided
in Xerox form by Fred.)

((First I'll hit you with the rules, then some comments sent along with the rules, and finally some of his personal comments in a letter accompanying the above two things. Fred himself has photocopied the maps for us, but they are legal size -- not legal size, but office size, so that explains the fact that they don't fit to my 8 1/2"x11" paper.))

This variant introduces the concept of certain sea areas being part of two spaces. This makes the Fleets still more flexible in their maneuvering abilities, and opens the board to new possibilities.

Rationale: On land, an Army can build a line across the width of the province. At sea, in 1914, a fleet could not control an entire body of water. Only in narrow spaces, such as the Straits of Dover, could a fleet really form a line. In the North Sea, for example, both Battle Fleets "occupied" this space at the same time on several occasions. Only once did they meet, off the coast of Jutland. This variant makes an effort to create this in seven areas of the board.

1. The Standard Diplomacy Rule Book applies, except as noted below.
2. There are 37 Supply Centers. The Victory Criterion is 19. The added Supply Centers are: Ireland, Middle East, and Morocco. (See Map.)
3. All units start out in the same positions as in the Regular game, except Turkey has F Constantinople and A Sinope (there is no province Ankara); and Austria has F Zara (southern half of province Trieste).
4. Dual Spaces. Between certain sea spaces, there are other spaces, indicated by cross hatches, which belong to both spaces. Arrows on map show to which two spaces these cross hatched areas are attached. These are:
 - a. Between North Sea and Helgoland Light.
 - b. Between Hebrides Sea and Norwegian Sea.
 - c. Between Mid-Atlantic Ocean and South Atlantic Ocean.
 - d. Between Ionian Sea and Southern Mediterranean.
 - e. Between East Black Sea & West Black Sea.
 - f. Between Western Med. and Tyrrhenian Sea.
 - g. Between the new Southern Med. and Suez spaces.
5. High Ocean Movement Rules:
 - a. High Ocean is added to the eastern and southern edges of the board, representing a connection between the Atlantic and Mediterranean, via the Cape of Good Hope and the Suez Canal. High Ocean touches North, Mid, and South Atlantic Oceans, Southern Med. and Suez. Any number of F's or A/F's can occupy High Ocean simultaneously, and no units can be kept from entering. ((The Davis Army/Fleet module is incorporated by reference, of course. This same module governs fleet movement in most of his variants, including Swiss Variant II, played here in EGGNOG.))
 - b. A fleet within High Ocean can support another Fleet inside that space to move to a normal space. A Fleet in a normal space can support another F in High Ocean into another normal space. However, a F inside High Ocean cannot support a F from one normal space to another outside of High Ocean.
6. Other Significant Map Changes:
 - a. Finland is made a two-coasted province. This eliminates the move Norway-St Petersburg. (Therefore, it was unnecessary to create an Archangel space, which has been a "trademark" in most Davis variants.)
 - b. Trieste is divided into Croatia, a minor province, and Zara, a Supply Center.

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Dual Space Diplomacy Cont:

c. A new Supply Center, Middle East, lies beyond (and touches) Syria, Armenia, Sevastopol, and Kazakhstan. It is also accessible by sea from the new space, Suez.

d. A new Supply Center, Morocco, is carved out of the western half of North Africa. The remainder of North Africa becomes the minor provinces, Al geria

e. Sicily is passable, and all units may move directly between Naples and Sicily. This does not affect the passage of F's or A/F's between the Ionian and Tyrrhenian Seas.

7. Convoy by the Regular Diplomacy method is allowed only for the crossing of a single sea space. This convoy order will be call the Fast Ferry, and will be abbreviated "FF".

8. Convoys exceeding one sea space will be performed by the Army/Fleet system, as in Abstraction and Atlantica (and "1885" and Swiss II and...). (Players needing copies of the A/F convoy and combat rules may obtain them from the author: Fred Davis, 1427 Clairidge Rd, Baltimore, Md. 21207; enclose an SNAE.)

9. Retreats and Removals:

a. Retreats will be made by Just's Right Hand Rule if a player fails to submit a retreat order. Normally this will occur only at the conclusion of a Spring move. After a Fall move, players should submit their Retreat orders with the Winter adjustments; and other players may make their builds contingent on the nature of the Retreat orders.

b. A player may not write an "Off-the-board" or "Disbanded" retreat order. Any retreat order must be to an existing province, if available. A unit will be forced off the board only if the gamesmaster finds no other move for it.

c. Removal of units in a postal game will be made by the gamesmaster when a player fails to submit a removal order. There is no requirement that the gamesmaster remove Fleet before Armies, or Army units before Home units, where he finds that such a procedure would result in the gift of a Supply Center to another power. However, a dislodged unit should always be removed first in an NMR situation.

10. The Coastal Crawl and Crawling Retreat are permitted for F's in the Spa-Por and Con-Bul(ec) areas. In addition, a F in Finland(sc) may exchange positions with a F in StP(nc) and vice versa.

Comments on Dual Space Diplomacy: Note that the use of overlapping or Dual Spaces grants much more mobility to Fleets, and does away with the ludicrous situations like a German Fleet sailing out of Kiel being unable to have any effect on any spaces except Denmark, Holland, and the North Sea. In effect, both England and Germany can now exercise their sea power in this critical area, whole, on the first move, the Home Centers of London, Edinburgh, and Kiel are still protected. Norway is no longer a sure build for England. This strengthens Germany, while the creation of an Irish S.C. gives a compensating additional strength to England.

Every country is strengthened to some extent by the various map changes. The Irish S.C. strengthens England, and, to some extent, France. Morocco offers additional strength to both France and Italy. Middle East and the separation of the Black Sea strengthen Russia and create all sorts of possibilities for both Turkey and Russia, respectively. The creation of Croatia gives Austria a better defensive position.

At the same time, the High Ocean space eliminates the corner positions for England and Turkey, and to some extent, France. They must now be aware of the possibility of an attack from behind, like all other powers. From High Ocean, movements into other sea spaces threaten the following no. of

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Dual Space Diplomacy Cont:

Supply Centers: North Atlantic - 1, Mid-Atlantic - 4, South Atlantic - 3, Southern Med - 1 (+ Sicily), Suez - 1 (+ Syria). Italy's chances of breaking out of the Med. are also increased. Not only can she get out by moving to Southern Med or Suez, but from Western Med she can move to either South or Mid-Atlantic.

There may be a feeling that Germany and Austria are still too weak. I do not wish to add any more Supply Centers to either power. However, I would entertain an analysis which concluded that one or both ought to have a double-center in Berlin or Vienna. (I would suggest that Germany and Austria start with only 3 units, but be able to build additional units for these double spaces in Winter 1901.)

It should be further noted that the use of overlapping sea spaces could be applied to any variant, to add additional excitement to the game.

Fred's Letter: I've come up with a new concept, which I think may be original. ((Naturally, it is original, at least for being printed in a DipZine -- Michalski isn't going to beat me on this one!)) For obvious reasons, only a sea space can have overlapping areas of control. (You could use the idea in a Space variant, of course, and I suppose there could be fantasy variants where the concept could be employed, but not in a conservative variant of the type I design.)

This all started when I read a comment about how ridiculous it was to have a rule that the German High Seas Fleet could not steam past Helgoland on the first move. Then, I noticed that in the 1958 Calhamer Diplomacy map shown in the A-H Gamers' Guide, Calhamer had only a North Sea space in that area, so England and Germany could square off from the beginning. The idea came to me that it would be much better if both England and Germany could threaten several neutral provinces at the same time, while the Home Centers of Lon, Edi, and Kis remained safe. So, the North Sea became the first area to have a dual space. From there other logical spots presented themselves... The only other real innovation is the High Ocean, which was Martin Janta-P's great contribution to the world of variants... I'd noticed that Calhamer had used a 2 coasted Finland in his 1958 version to separate Nvy from StP, so I decided to do the same. It eliminated the Russian Build Space in Archangel.

((At this point, Fred asks me to do some playtesting of the variant; after I reported back to him, the variant remained essentially unchanged. Fred is always welcome to use the extent of the Laumeister family for such purposes; and the fact that I get exclusive rights to this printing didn't hurt at all! The map will be enclosed on one page or another in this issue. For the record, there are no games of Dual Space Diplomacy being offered at this time. Spry!))

ITSTUPEFIES. ETOTHINKOPTHENUMBEROFISSUESTHAT IVEPUTOUTINSUCHASHORTTIMEPEREBOO

CHEAP THRILLS

For sale, from the editor, are the following games, bought through Strategy & Tactics (and thus unboxed), in excellent condition, counters punched. I'll even throw in something to hold the counters in! Price per game is a paltry \$3, or \$2.50 per if you buy two or more. Games are: South Africa (The Death of Colonialism), The Siege of Constantinople, Veracruz (War between Mexico & U.S.A.), The October War (1973 Yom Kippur conflict between Israel & U.A.R.), and Raid! (Commando Operations). All, as I said above, are unpackaged but in excellent condition.

The following issues of Strategy & Tactics are also for sale, in

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Cheap Thrills Cont:

good condition. Numbers 61, 62, and 63. Each issue will cost ya \$2, and these would cost you \$3.50 each if you bought them with exactly the same contents from Simulations Publications, Inc, the publishers. No discounts for mass sale, but I can offer you this last fantabulous discount:

If you buy each issue of S&T along with the game it came with (461 with October War, 62 with South Africa, 63 with Veracruz), I can give each game-magazine set away for a small \$4 -- nothing, when you compare that to the fact that SPI is now selling these game alone for \$12 each.

Interested? Contact me at 11416 Parkview Lane, Hales Corners, Wisconsin, 53130 U.S.A. To Canadians, or overseas buyers, please.

IGUESSTHATNOTTOO MANYPEOPLESKEKTHEIROLDISSUESOFNARGALINGZINESANYTODREDO THEY?

A FEW OF MY FAVORITE THINGS: IV

((Some openings are good. Others are miserable. This is the fourth in a series of seven articles that I have written on which openings work best for each country and why -- but none of them will work unless the correct playing style is adopted and put to use with each of them. That of the ruthless, unscrupulous desperado let loose in a postal Diplomacy game. In other words, if you don't like stabbing, then this opening is not for you.))

Turkish Opening: Turkey has perhaps the most defensive position of the board, and yet this strength is its ultimate weakness, since a Turk has troubles getting out of his rut and onto the offensive. This requires flawless tactics, a dependable ally (few and far between here in Dippyland), and a sharp, fast scimitar. For anyone that shies away from stabbing, Turkey is not his country.

In 1901 you will form your plan for winning the game. Will you ally with Italy, Austria, or Russia? Or a combination thereof?

Italy is out since the only possible target you could have would be Austria, and you'll run into each other head on over Balkan soil. Best just form a temporary non-aggression pact with Italy. That way you always leave your options open.

Russia is out since there is no way to really control it once Austria is out of the way. The Russian will invariably stab you exactly one season before you were going to stab him. Even if he doesn't, he'll have a guard up, thus making it high impossible for you to stab him effectively. This means that you'll have to stay together until the end of the game (I know a girl that operates that way). All of which is fine, but your best bet with Russia is second place, since Russia has much more scope than does Turkey in such a situation.

Then Austria it is. With an Austrian ally you can simultaneously attack Italy and Russia, one with armies, the other with fleets. This means that Turkey will have to split its forces into two grand wings -- but this also makes it a lot easier to destroy Austria in the final stab of the game, for the win.

Your Spring 1901 moves should be: A Constantinople-Bulgaria, F Ankara-Black Sea, A Smyrna-Armenia. Why?

A Con-Bul. This picks up Bulgaria, of course, plus gives you a strategic foothold in the Balkans. You'll use this army in the Fall to move to Rumania, and in Spring 1902 to take a second Balkan center. More than likely this unit will still be around when you stab Austria.

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A Few Of My Favorite Things Cont:

F Ank-Ela. The Black Sea is extremely important to Turkey, and so should be taken immediately. In the Fall that fleet can support an army to Sevastopol or Rumania. It is of the utmost importance that Russia be manipulated so that taking Black Sea and the coastal centers is as easy as possible. After 1901 a F Ela will be invaluable for moving into (armies into) Russia speedily and smoothly.

A Spy-Arm. As I said above, Turkey must be aggressive, or it doesn't stand a chance to expand after 1901. (1975GW comes to mind.) With a strong Austrian ally, this army should be able to take Sev in the Fall, and more in 1902.

In summary: Turkey stands a good chance to expand, but only if it assumed the initiative in 1901. If it sits around for too long, it won't stand a chance. Only a very aggressive Turkey will be able to cut the mustard for very long, much less pull a victory off.

After Russia has been silenced and Italy is on the run, Turkey is free to stab Austria for the win, since it only needs to get to Mun or Mar for the win. Even if the stab backfires, a stalemate line is easily constructed in that area of the board, so a draw should easily be obtained.

(Note that if you stab Austria too early, you might be in for a longer fight than you first imagined, especially if Austria is able to make allies out of Italy and/or Russia before they are out of the game. That's a lesson in timing.)

Next time we get Italy's not-too-surprising-for me opening!

WHYISITTHATWEALWAYSHAVE SOMANYEXTRA ISSUESISNTSO BONEAFRAIDTHATITMAYRUNOUTOFIDEAS

FRENCH FLEET DIRECTED INLAND?

A Letter from Dave White: I decided to throw my two cents worth in about your approach to France. [Unigod -- Reader participation?!]

First, you say that France should be aggressive early, then you tell us that we should move F ire-Mid! Good grief! In my opinion, which is worth what you're paying for it, F ire-Pic or -Eng leaves more options open.

Consider an anti-German philosophy. F ire-Pic makes it even easier to take Bel as you can either try to walk in unassisted or with support, one way or the other. If Germany moves A Mun-Ruh, A Yur can either move to Bel, Support [F] Pic-Bel, move to Ruh, or try to cut support or (hopefully) get in there [Ruh?], or finally, take a shot at Mun. [It seems that most of the time, Germany will cover up Mun in such cases, so an attack at either Ruh or Bel (or both!) would be more successful.] If A Mun-Yur, on the first move, you've virtually assured yourself of getting Bel. While F ire-Pic isn't placed as well [as F ire-Mid, assumedly] to handle an English stab, it isn't bad. [Of course, Mid would then be wide open, and if the English took that, they would be assured at least one Iberian center.]

To me, Spa and Por are French cherries that can be picked up at your leisure. Certainly, they are important, and you can't be too leisurely about picking them up, but the first move [I assume that "year" is what Dave meant] is too important to leave such a trivial duty to. Getting one center in Iberia should be enough to work with at the start.

One more point about A Par-Mur. An Italian move of A Ven-Pie need not necessarily stop you from getting one of the Iberian centers -- move A Mar-Spa, A Yur-Mar if you can't ~~XXXXXX~~ negotiate with Italy.

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Dave White's Letter Cont:

If you taste runs more toward anti-English, F Bre-Eng is a good idea. But you'd better not be attacking Germany at the same time, unless special circumstances warrant such! Being in Eng will afford you all the same advantages as Piu, with the additional advantages of being able to try for Lon, land at Hal, or convey an army to the island, plus, it gives you a toehold to get to Nth. Once that happens, England is as good as gone. Getting to Nth is very hard without German (or Russian) support, which will not be available before 1902 at the earliest. And you won't be able to convey an army onto England (which usually signals England's downfall) until 1902, if you have A Eur & A Mar. In this case, you'd better be allied strongly with Germany, or it won't work. And never let down your guard -- numerous are the times that Germany has stabbed an exposed France.

The same is true here for Franco-Russian relations. Get in good with Russia and keep England manageable. After England is gone, you and Russia can feast on Germany. England is difficult to divide as spoils, though, so you should see to it that it is occupied by only one country's units -- this might necessitate a trade of centers later on. This is sort of what I had recommended in my article: Keep Russia on your side, as you two will have to eventually divide up Germany and England. However, Dave wants to eliminate England before Germany. The reason I don't go for this is because Germany can not be expected to just sit there while England is being put away, waiting to be eliminated. On the other hand, France is not strong enough to fight both England and Germany at the same time, and neither is Russia (who usually has Balkan commitments).

You see, Konrad, you mistakenly assumed that everyone plays pbn Dippy as intently and tactically as you and I. Sure, France would be much better off allying with England and zapping Germany first, England and Italy second and third. But, what happens when you have an idiot playing England who doesn't write or that you're not sure you can depend on? My answer is to eat his groceries before he gets in the way or messes up your grand strategy, especially if Germany appears more trustworthy. First of all, I'm never sure that I can depend on anybody when I play! Second, in my articles I'm assuming that all of your opponents will be more-or-less of the same caliber. If one or the other is a freak and thus blows your game plan, you can do nothing else but change your plan. You might be surprised to know how many times one can change his game plan in one game!

One more thing. By moving F Bre-Mid, you're liable to get 3 builds if everything goes right. Too many times I have seen France and Germany acquire too much territory too fast too early and end up hitting the bricks too soon because everyone else was too paranoid! Personally, I think 2 builds in '01 is enough to get a good start, but not so much that it will impede your progress, as if you build 3. As has been said so many times before, diplomacy is the name of the game. If you put it to good use, you can usually get 6 centers in 1901. At that point, you'll normally be able to hold them, through the same use of good diplomacy. (I've never had any problem holding onto a 6 center country after 1901.) However, if you want to set up the position on the board, think thusly: You have A Eur and A Mar. Most likely, Germany has A Ruh and A Kie. Germany will go for Hol and will usually cover up Mun. If you use A Eur-Bel, then the position is: Germany has A Mun & A Hol, and you have A Bel. Since Germany can't hit Bel with support in the spring, and by the time he can you will have support from an army just moved up to the front, you can hold Bel. Voila! Thanks for the letter, Dave. Isn't officiating at Mini-Golf Tournaments dull, though?

EGGNOG DEMONSTRATION GAME #1

((Of course, by now we all know that this is the one game in all of the Diplomacy hobby which was played entirely by one family -- the illustrious Paumeister family. It was originally conceived as a Demonstration game of how to stab effectively, and it has not disappointed me in the least bit. We print this year-by-year (the game is already over), along with my comments on the seasons. Here, then, is 1907...))

Spring 1907

FRENCH PASSED BY ENTIRELY

FRANCE (Uli): F Wes-Lyo, F Spa(sc)-Mar, A Gas S F Spa(sc)-Mar, A Par-Dur, F Eng-Nth, F Edi S F Eng-Nth, A Lon-Yor, F Pru-Ber, A Kie S F Pru-Ber, A Mun S F Pru-Ber/R Ruh/, F Mid-Naf

ITALY (Tim): F Tun-Wes, F Lyo-Spa(sc), A Mar-Gas/R Pie/, A Bur S A Mar-Gas, A Pie-Tyl, A Boh-Mun, A Gal-Boh, F Gre-Aeg, F Eas S F Gre-Aeg, A Bul-Con, A Rum H

RUSSIA (Konrad): F Sev-arm, F Bla-Ank, A War-Pru, A Sil S ITALIAN A Boh-Mun, A Mos-Ukr, A Yor-Lvp, F Nth-Hol, F Den-Kie

TURKEY (Joe): F Con S A Ank, A Ank S F Con/a/

Commentary: In the past few years Uli's tactics in this game had been unusually good (he is not really a very good tactical player, most of the time). However, in 1907 he finally had to accept the fact that he wouldn't be the winner in this game -- the pressure from a combined Russo-Italian attack was just too much. In Germany this cost him Munich; in England, Liverpool; and in France, an Italian penetration. However, even this seemingly helpless situation was not yet the end, as shown in the Fall. Also, note how France could block an Italian offensive (aimed at surrounding Paris) and still take back Marseilles! Tim (Italy) is a better tactician than Uli, but he still only picked up Spain in exchange for the good army position that he lost vis Par & Mar. The negotiations were nothing special: Get rid of Turkey quickly, and then move on to finish France off. Uli could merely hope for the best and sit on the phone to Tim all day...

Fall 1907

RUSSIA DUPED AGAIN AS ITALIANS NEED ONLY FOUR MORE!

FRANCE: F Naf-Tun, F Mar-Spa(sc), F Lyo S F Mar-Spa(sc), A Gas-Mar, A Par-Dur, A Yor-Lvp, A Kie-Hol, A Ruh S A Kie-Hol, F Ber-Kie, F Sci H, F Nth-Nwy. A lucky even.

ITALY: F Spa(sc)-Por, F Wes-Spa(sc), A Pie-Mar, A Dur-Del, A Boh-Sil, A Mun S A Loh-Sil, A Tyl S A Mun, A Rum-Sev, F Eas-Say, F Aeg S F Eas-Say, A Bul-Rum. Builds F Nap, F Rom, A Ven.

RUSSIA: A Ukr-Sev, F Arm-Sev, A Say-Con, F Ank S A Say-Con, A Pra-Ber, A Sil S A Pru-Ber/R Gal/, F Hol-Del/R Nth/, F Den-Kie, A Lvp H. Even.

TURKEY: F Con H/a/. Out!

Commentary: Uli once again, to the surprise of everyone, submitted a superb set of moves. One almost was wondering whether or not he knew what was coming for him! He guessed correctly over almost everything, and his moves in Germany were the only ones that could have saved his almost hopeless situation. As it stood now, he still wasn't in the best shape on any of his three fronts (1/France, 2/Germany, 3/England-Sacandinavia), but he had pulled through without the loss of any units. In fact, he had even gotten Italy to stab Russia again! What France now had to do was to regroup and get organized for the time when Italy would come back to France for the win. Italy, on the other hand, was in prime condition, except for the tactical mistake of allowing Russia to retreat to Galicia, and thus presenting it with two open supply centers. However, the threats to Warsaw and Sevastopol had to take first priority in Russia's mind. From here on out, Russia and France had to cooperate with each other, but

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EGGNOG Demonstration Game #1 Cont:

found it hard to do so, knowing each other so well. However, something had to give, and Russia was soon to lose several units in the north, as the Italians kept coming. Final summary: Italy in excellent shape, and about to win the game. (Although he didn't know that it would take so long to take the last 4 centers.) France in relatively good shape, considering what he had just brought his country out of. (He'd have further problems in this game -- it was not all roses from the moment Italy stabbed Russia. Remember that Italy had already made up with Russia after a stab on several occasions.) Russia in poor shape. (I simply didn't have enough units to defend all of my open southern centers, and the fleets were no help. Turkey was dead. Who will be the next to die? See the stunning year of 1908 in EGGNOG #22, on January 25:

YOU WOULDN'T BELIEVE HOW EASY IT IS TO JUST CRANK OUT THESE ISSUES AS QUICKLY AS I HAVE!!

The Overstuffed Recliner Cont:

him exactly who my allies are and who gets crunched, and I'll have it on paper, so that he doesn't forget. I'll fill you in on the details when the time gets closer. (The reason that I don't let him do an EGGNOG by himself is that I'm a diplomacy player, and so is he; do you think that I'm stupid enough to trust him in a position of authority?! As it is, he'll be running the games. I'll probably leave him with a complete EGGNOG typed up, with just the games missing. We'll see. Till next time.

CONSIDERING THE HUGE MOUNT OF SPACE THAT I HAVE LEFT OVER HERE I THINK THAT I'LL DO THE CONTENTS

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AND THAT'S IT FOR THIS ISSUE FOLK. THAT HAS BEEN OUR NINE IN THIS ISSUE OF EGGNOG (COPYRIGHT KHB)

EGGNOG #21

c/o Konrad H. Baumeister

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